



COMMANDER FARSIGHT

70 PTS

M	T	SV	W	LD	OC
10"	5	2+	8	6+	2



RANGED WEAPONS						
WEAPON	RANGE	A	BS	S	AP	D
High-intensity plasma rifle	24"	2	2+	8	-3	3

MELEE WEAPONS						
WEAPON	RANGE	A	WS	S	AP	D
► Dawn Blade - strike	Melee	4	2+	10	-2	3
► Dawn Blade - sweep	Melee	8	2+	6	-1	1

AUFSTELLUNG

1x Commander Farsight (60mm)

Equipped with: High-intensity plasma rifle, ► Dawn Blade - strike, ► Dawn Blade - sweep

ABILITIES

CORE - Leader

Puretide's Teachings

Once per battle round, one unit from your army with this ability can use it when its unit is targeted with a Stratagem. If it does, reduce the CP cost of that use of that Stratagem by 1CP.

Way of the Short Blade

While this model is leading a unit, each time a model in that unit makes an attack that targets an enemy unit within 9", add 1 to the Wound roll.

Leader

This model can be attached to the following units:

- CRISIS BATTLESUITS
- CRISIS FIREKNIFE BATTLESUITS
- CRISIS STARSCYTHE BATTLESUITS
- CRISIS SUNFORGE BATTLESUITS

RULES

Deep Strike

Each time this unit makes an ingress move (20.04), if every model in this unit has this ability, it can be set up anywhere on the battlefield that is more than 8" horizontally from all enemy units, even if that is within your opponent's deployment zone.

For The Greater Good

If your Army Faction is T'AU EMPIRE, at the start of your Shooting phase you can select units from your army with this ability to become Observer units.

During your Shooting phase, for each Observer unit from your army that has not been selected to shoot this phase and is eligible to shoot (excluding FORTIFICATION and Battle-shocked units) select one enemy unit that is visible to be marked as their Spotted unit until the end of the phase. Each enemy unit can only be marked as a Spotted unit once per phase.

Units from your army with the For the Greater Good ability (excluding Observer units) are Guided units while targeting one or more Spotted units.

Until the end of the phase, each time a model from your army in a Guided unit makes an attack that targets a Spotted unit, improve the Ballistic Skill characteristic of that attack by 1 and, if the Spotted unit was marked by an Observer unit that has the Markerlight keyword, that attack has the [IGNORES COVER] ability.

Leader

Before the battle, in the Muster Armies step, for each leader and support unit in your army, you can select one friendly bodyguard unit that unit can lead. That unit will then lead that bodyguard unit for the battle and form an attached unit with it. Unless otherwise stated, each bodyguard unit can only have one leader unit and one support unit attached to it.